

**Amendments to the Claims:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

1- 29. (Canceled)

30. (Currently Amended) A gaming machine including a reconfigurable middle display panel, a reconfigurable top glass panel, and a reconfigurable belly glass panel, and wherein the gaming machine further includes a first game and a second game stored on local storage media, the gaming machine comprising:

a first video screen displaying the first game located on the gaming machine;

a second video screen displaying pay tables associated with the first game located on the gaming machine; and

a third video screen displaying artwork associated with the theme of the first game located on the gaming machine;

wherein the reconfigurable middle display panel, the reconfigurable top glass panel, and the reconfigurable belly glass panel comprise the first video screen, the second video screen, and the third video screen;

wherein the gaming machine second-game is reconfigurable to display the second game on the three video screens in response to a remotely activated reconfiguration command so that the second game is displayed on the reconfigured first video screen, pay tables associated with the second game are displayed on the reconfigured second video screen, and artwork associated with the theme of the second game is displayed on the reconfigured third video screen.

31. (Previously presented) The gaming machine as recited in claim 30, wherein the video screens are automatically reconfigured in response to a trigger.

32. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a wagered amount.

33. (Original) The gaming machine, as recited in claim 31, wherein the trigger is an identity of a player.

34. (Original) The gaming machine, as recited in claim 31, wherein the trigger is a speed at which a game is played.

35. (Previously presented) The gaming machine as recited in claim 30, wherein the video screens are reconfigurable by a casino.

36. (Previously presented) The gaming machine as recited in claim 30, wherein the video screens are reconfigurable at the request of a player.

37. (Currently Amended) The gaming machine as recited in claim 30, wherein the video screens are ~~automatically reconfigured at a predetermined time~~ reconfigurable via a command made by casino personnel.

38. (Currently Amended) A gaming machine including a reconfigurable middle display panel, a reconfigurable top glass panel, and a reconfigurable belly glass panel, and wherein the gaming machine further includes a first game and a second game stored on local storage media, the gaming machine comprising:

a first video screen displaying the first game located on the gaming machine; and  
a second video screen displaying information relating to the first game located on the gaming machine; and

a third video screen displaying artwork representing the theme to the first game located on the gaming machine;

wherein the reconfigurable middle display panel, the reconfigurable top glass panel, and the reconfigurable belly glass panel comprise the first video screen, the second video screen, and the third video screen;

the gaming machine being reconfigurable in response to a remotely activated reconfiguration command so that the second game is displayed on the reconfigured middle display panel first video screen, information relating to the second game is displayed on the reconfigured top glass panel second video screen, and artwork relating to the theme of the second game is displayed on the reconfigured belly glass panel third video screen.

39. (Previously presented) The gaming machine as recited in claim 38, wherein the video screens are automatically reconfigured in response to a trigger.

40. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a wagered amount.

41. (Original) The gaming machine, as recited in claim 39, wherein the trigger is an identity of a player.

42. (Original) The gaming machine, as recited in claim 39, wherein the trigger is a speed at which a game is played.

43. (Previously presented) The gaming machine as recited in claim 38, wherein the video screens are reconfigurable by a casino.

44. (Previously presented) The gaming machine as recited in claim 38, wherein the video screens are reconfigurable at the request of a player.

45. (Currently Amended) The gaming machine as recited in claim 38, wherein the video screens are ~~automatically reconfigured at a predetermined time~~ reconfigurable via a command made by casino personnel.

46-47. (Canceled)

48. (Currently Amended) A method of displaying video content on a gaming machine, wherein the gaming machine includes a reconfigurable middle display panel, a reconfigurable top glass panel, and a reconfigurable belly glass panel, the video content including a first game and a second game, paytables associated with the first game and the second game, and artwork associated with the first game and the second game, wherein the video content is stored on local storage media in the game machine, the method comprising:

displaying the first game on a first video screen located on the gaming machine;

displaying pay tables associated with the first game on a second video screen located on the gaming machine;

displaying artwork associated with the theme of the first game on a third video screen located on the gaming machine; wherein the reconfigurable middle display panel, the reconfigurable top glass panel, and the reconfigurable belly glass panel comprise the first video screen, the second video screen, and the third video screen; and

reconfiguring the video content on the three video screens for the second game in response to a remotely activated reconfiguration command so that the second game is displayed on the first video screen, pay tables associated with the second game are displayed on the second video screen, and artwork associated with the theme of the second game is displayed on the third video screen.

49-59. (Canceled)